

Hacker Hints

So, you need a little help? O.K., study the following hints. Absorb and carefully interpret all this new information as thoroughly as possible.

Then, return to the challenge. Retrace your moves. Rethink your approach. With a little luck, a lot of hard work and these helpful tips, we're convinced you'll get to the bottom of this mystery once and for all.

HINT #1

As you probably have discovered by now, Hacker is a complex and demanding mystery. To solve it you must learn to travel through a vast tunnel system, communicate and barter with spies, piece together a secret document and take your evidence to Washington.

HINT #2

Either memorize or write down most of the information given to you. You will periodically be stopped by "security satellites" which will test your knowledge on a variety of subjects.

HINT #3

When you get to the subterranean remote unit (SRU) screen, you must successfully perform the laser test. Remember the following:

1. Video devices are usually located at the top of the unit's head.
2. Data devices are usually located at the end of the unit's arm.
3. Hydraulic devices are usually located in the center of the unit.
4. Joints are usually located in the **small** wheel in the rear of the unit.
5. Ports are usually located at the lower back of the unit.

HINT #4

Make a map of the underground tunnel system. Place all cities and exit points on your map. Remember, time and accuracy are critical!

HINT #5

You will need to travel through an underground tunnel system from city to city. At each city you will need to "surface" and make contact with a spy. You can only surface at designated exit points (small squares on your map). When you reach a small square, refer to the list of commands at the upper left portion of the screen:

(PRG)	Program
(UP)	Up
(DWN)	Down
(IR)	Infrared
(CLL)	Call
(MSG)	Message

All commands are utilized by pressing the first letter of the command on the keyboard.

For example, to go UP to the surface, press U. If it is night, you will need to press I to turn on your infrared camera. To summon a spy, press C for Call.

HINT #6

Once you have "called" the spy, the commands in the upper left portion of the screen will change to the following:

(INV)	Inventory
(YES)	Yes
(NO)	No
(EVI)	Evidence
(UP)	Up
(DWN)	Down

The spy will ask you, in his native tongue, what you have to offer for a piece of the document. You must then do the following:

1. Press (I) on your keyboard to cycle (item by item) through your inventory of offerings.
2. Once you have selected the item you wish to offer (by repeatedly pressing "I") press RETURN.
3. If your offering is accepted, you will be given (and shown) a piece of the document. Press RETURN again to return to the "spy screen."
4. The spy will offer various items to you. Press (Y) Yes or (N) No in response.
5. Pressing E (Evidence) will show you your piece(s) of the document.

HINT #7

Make a grid or chart of what each spy will accept for his piece of the document and what each spy will offer. Play over and over to complete your chart. Remember, just because a spy accepts your offer of a specific item doesn't mean you've given him the right thing.

HINT #8

If you find that the security satellites are constantly ending your adventure, remember, you **can** hide by surfacing at the nearest exit point. This makes you invisible to them.

HINT #9

You will need to travel to many cities and meet with many spies. But, you should **begin** your travels in Switzerland.

HINT #10

Buying and bartering in just the right way with the spies is critical to the success of your mission. To that point, the following information will be crucial to you:

1. Do **not** sell any **deeds** in Egypt.
2. When going to China, make sure you have certain "ornaments from the ocean" to trade.

FINAL NOTES

Be Patient. Be Attentive. Be a Hero. Before you give up for good, try our "Hacker Help Hotline". Call 800-227-9759 outside California only. Inside California, call (415) 940-6044.

1-415-329-7699